

22.1.14
22.1.14
10.3.133315
20.3.133315
22.1.14

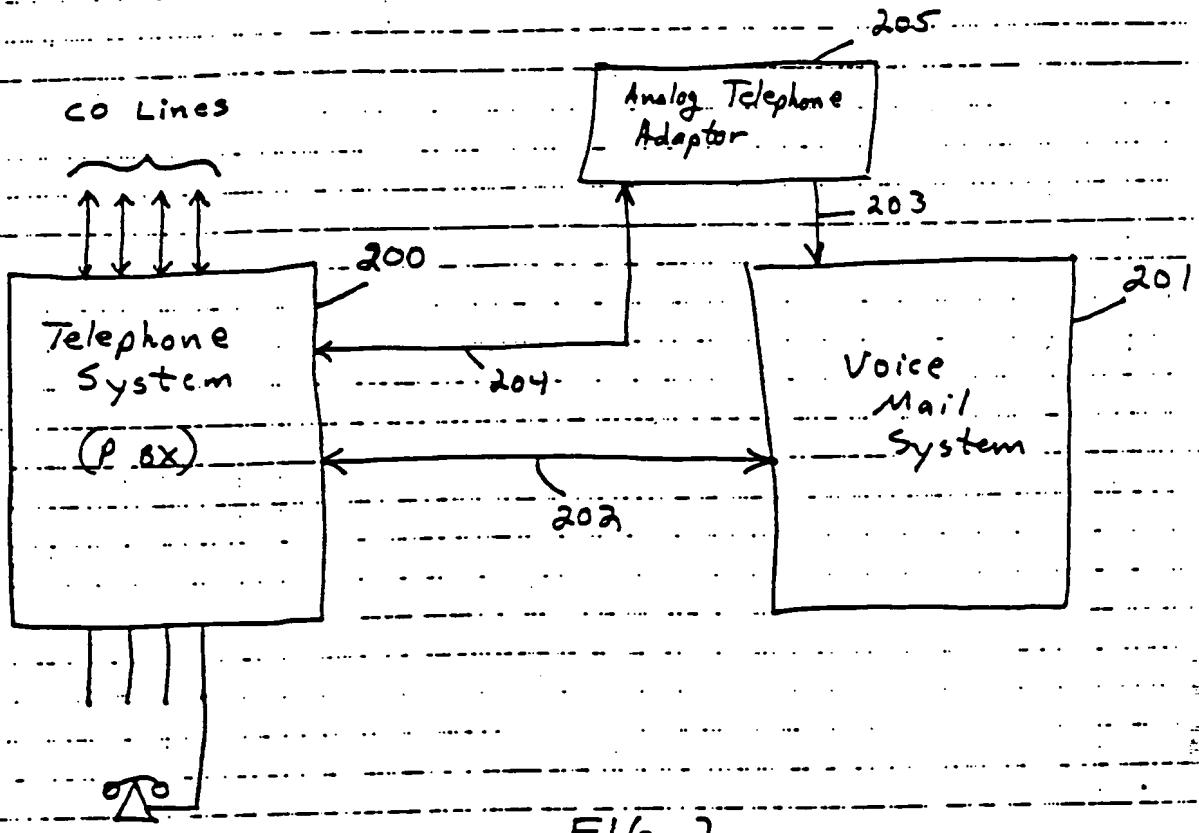
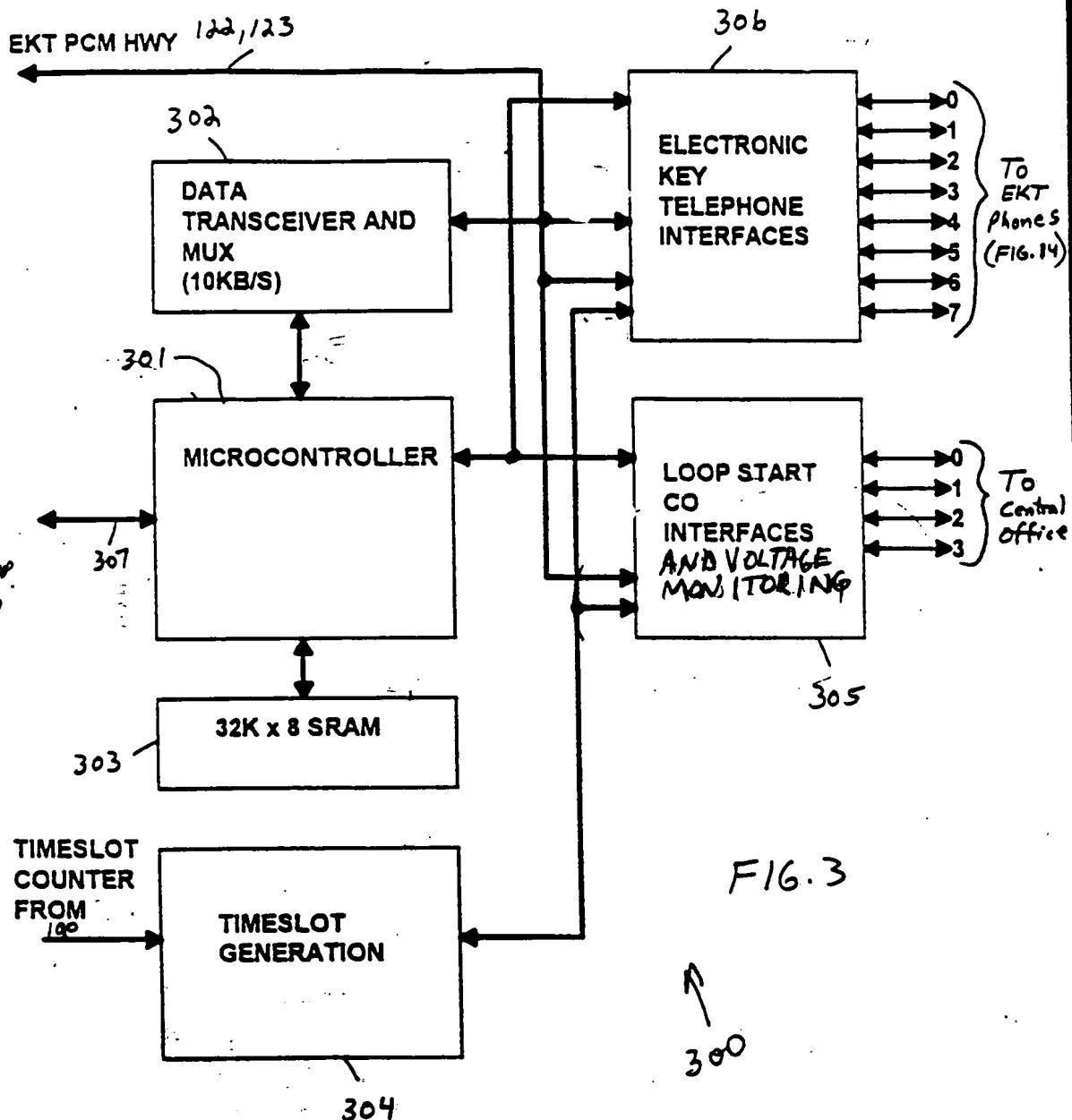


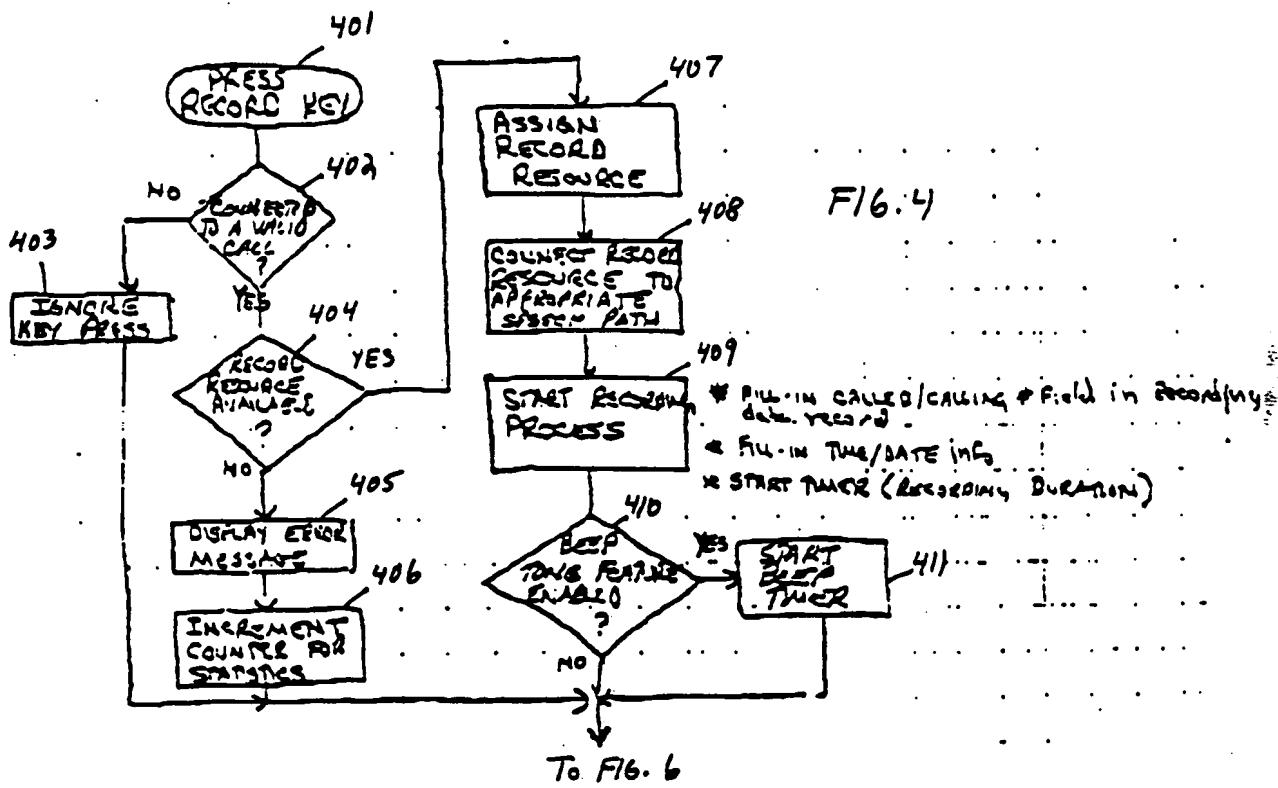
FIG. 2

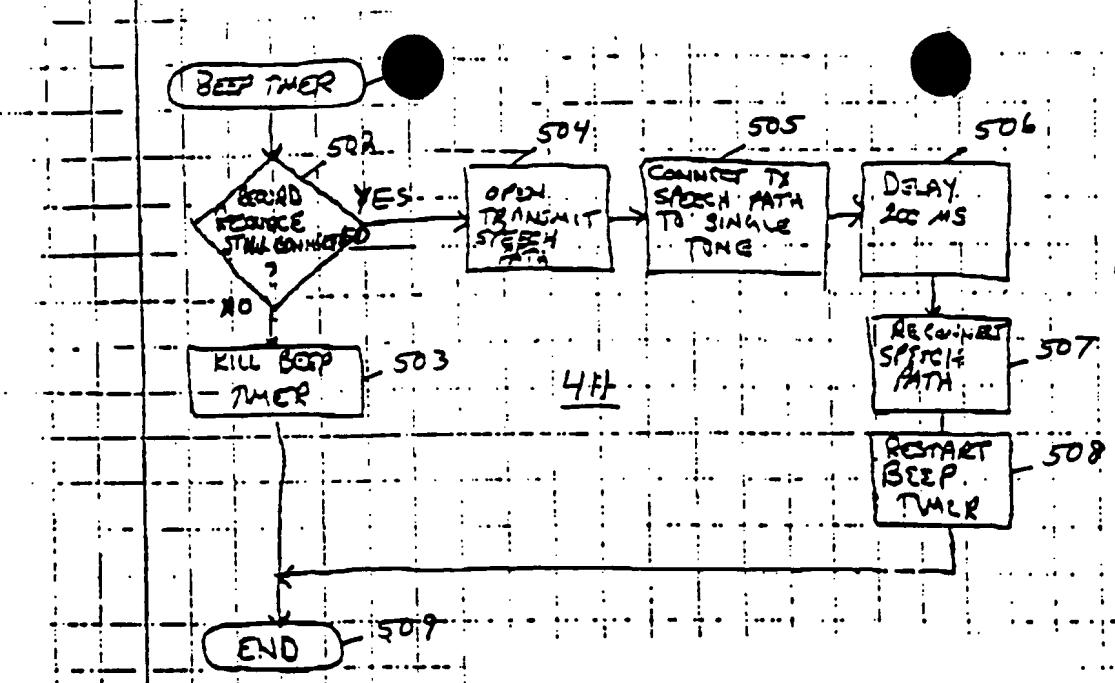
Station Side

PRIOR ART

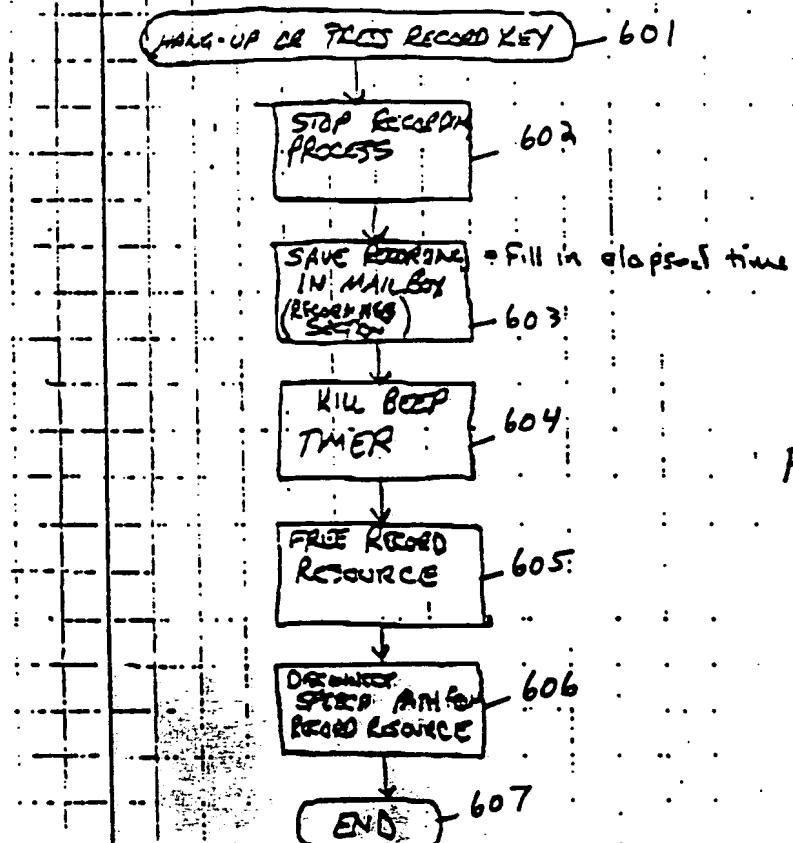


F16.3





F16.5



F16.6

User Presses Prog/Help Key on Phone

Assign a Play Channel

Channel Available ?

Play Reorder Tone

Lock-Out State

Wait for Phone
to go on-hook

702

701

FIG. 7A

703

Make Appropriate
Cross-Point Connection

704

Play Master Prog/Help Prompt

∅
Key
Pressed ?

712
No
Time
Out

yes

Play Help Prompt

706

1
Key
Pressed ?

707
Yes

A

2
Key
Pressed ?

708
Yes

B

3
Key
Pressed ?

709
Yes

C

4
Key
Pressed ?

710
Yes

D

Time
Out

711
Yes

F

716

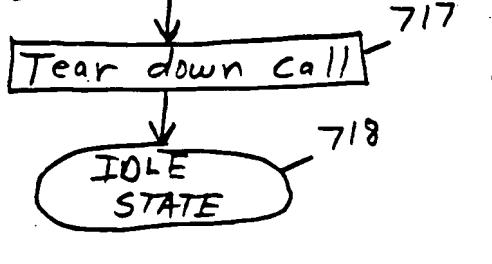
Free Resources

Tear down call

717

IOLE
STATE

718



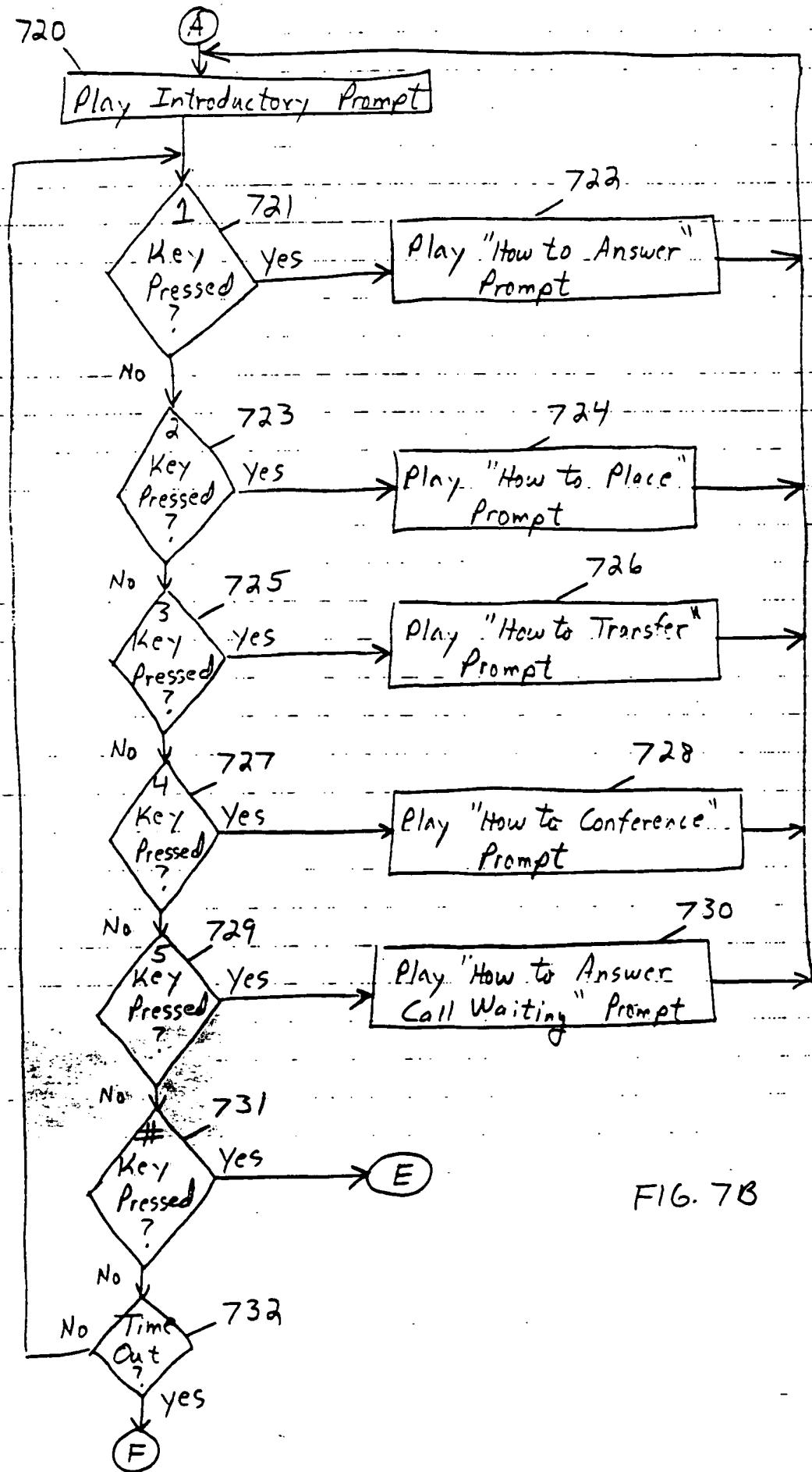


FIG. 7B

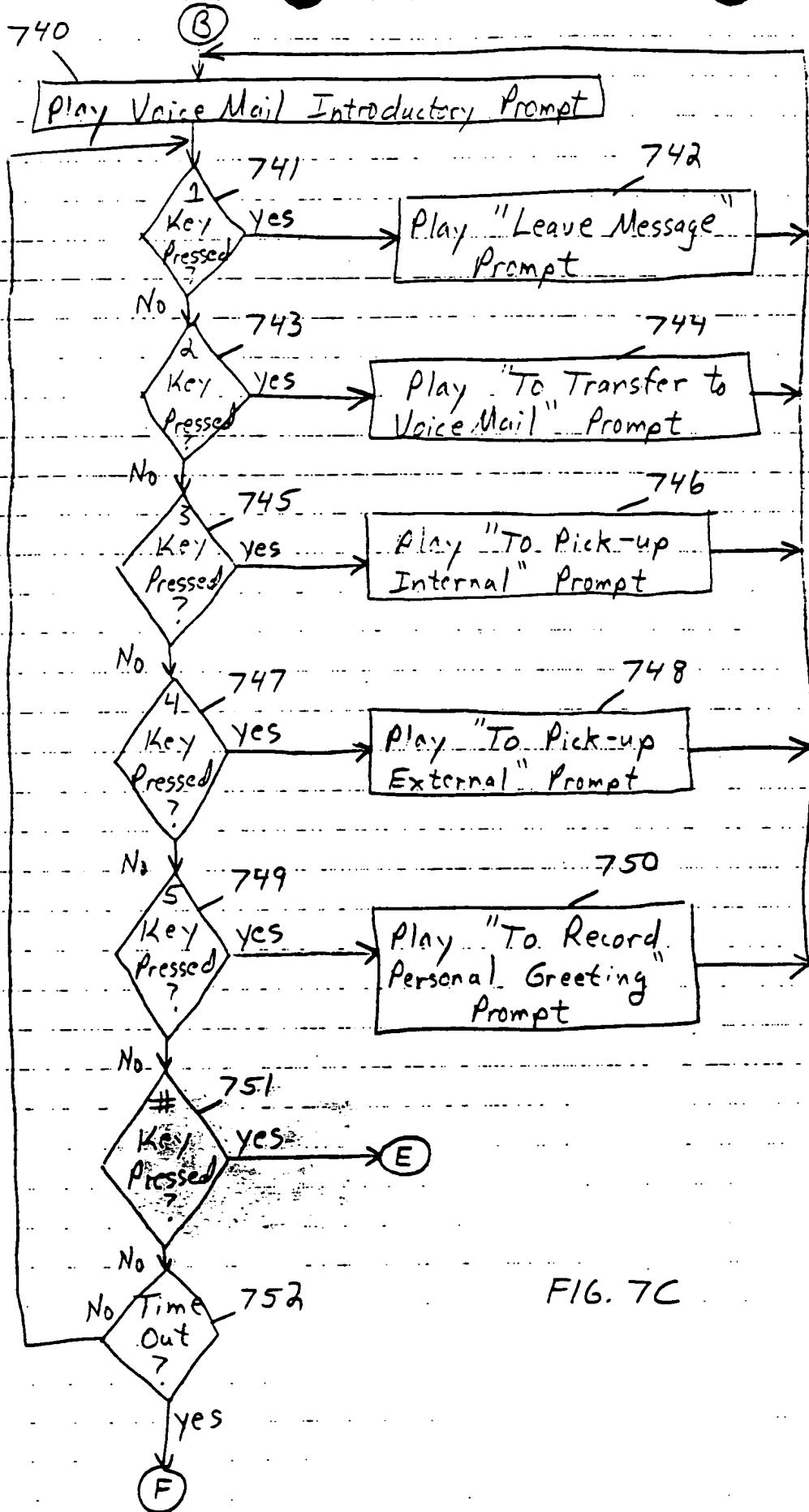


FIG. 7C

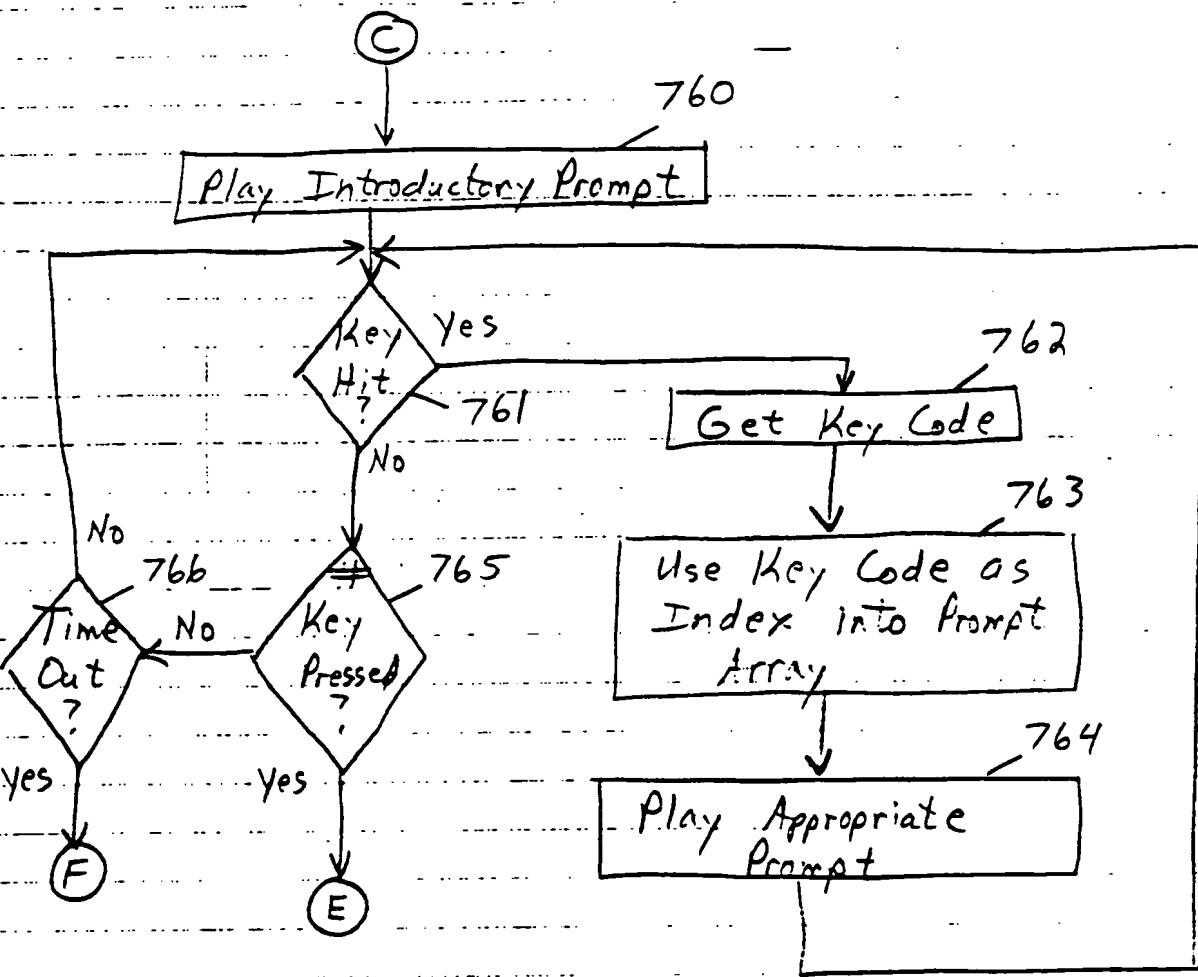


FIG. 7D

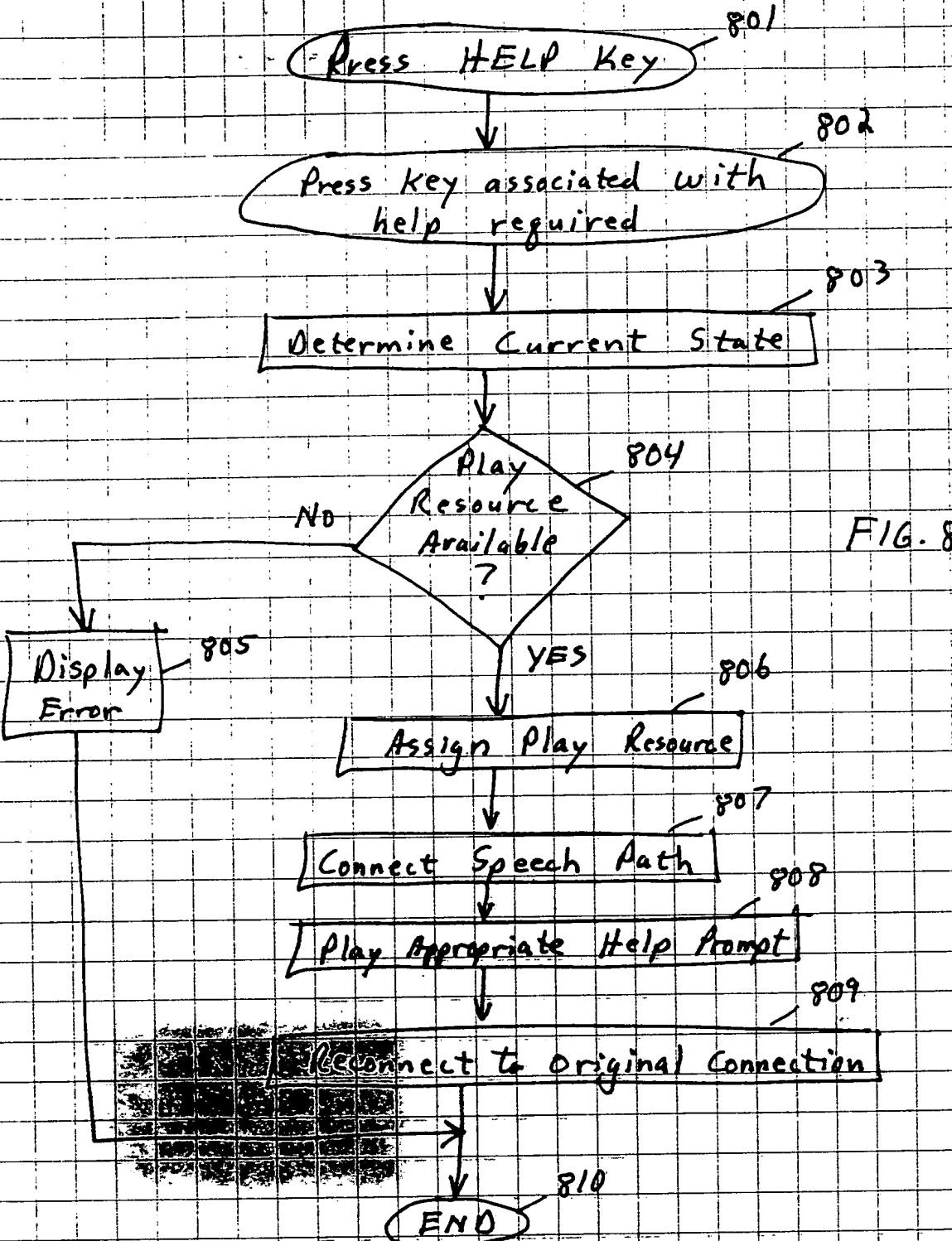
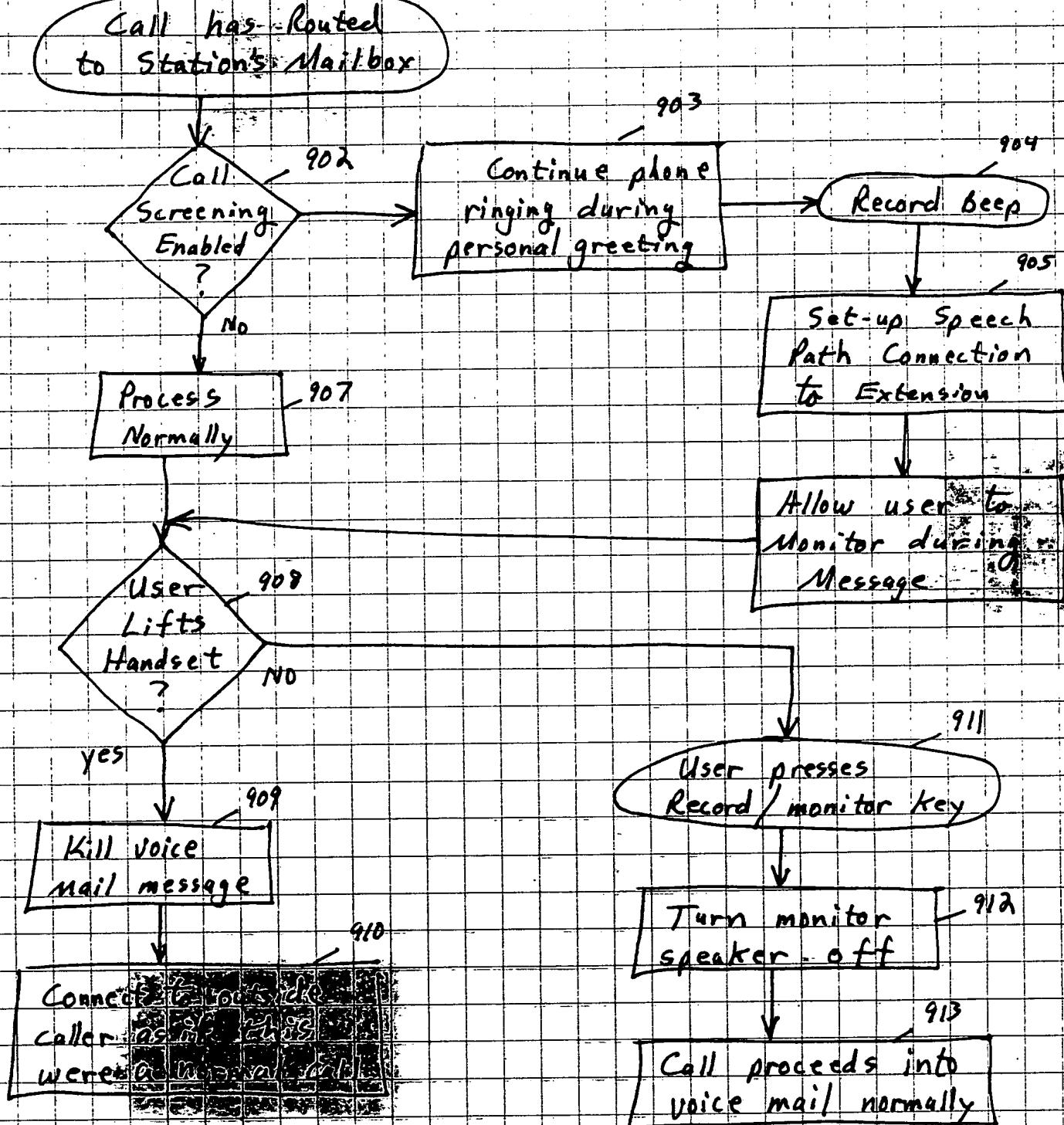


FIG. 8

FIG. 9



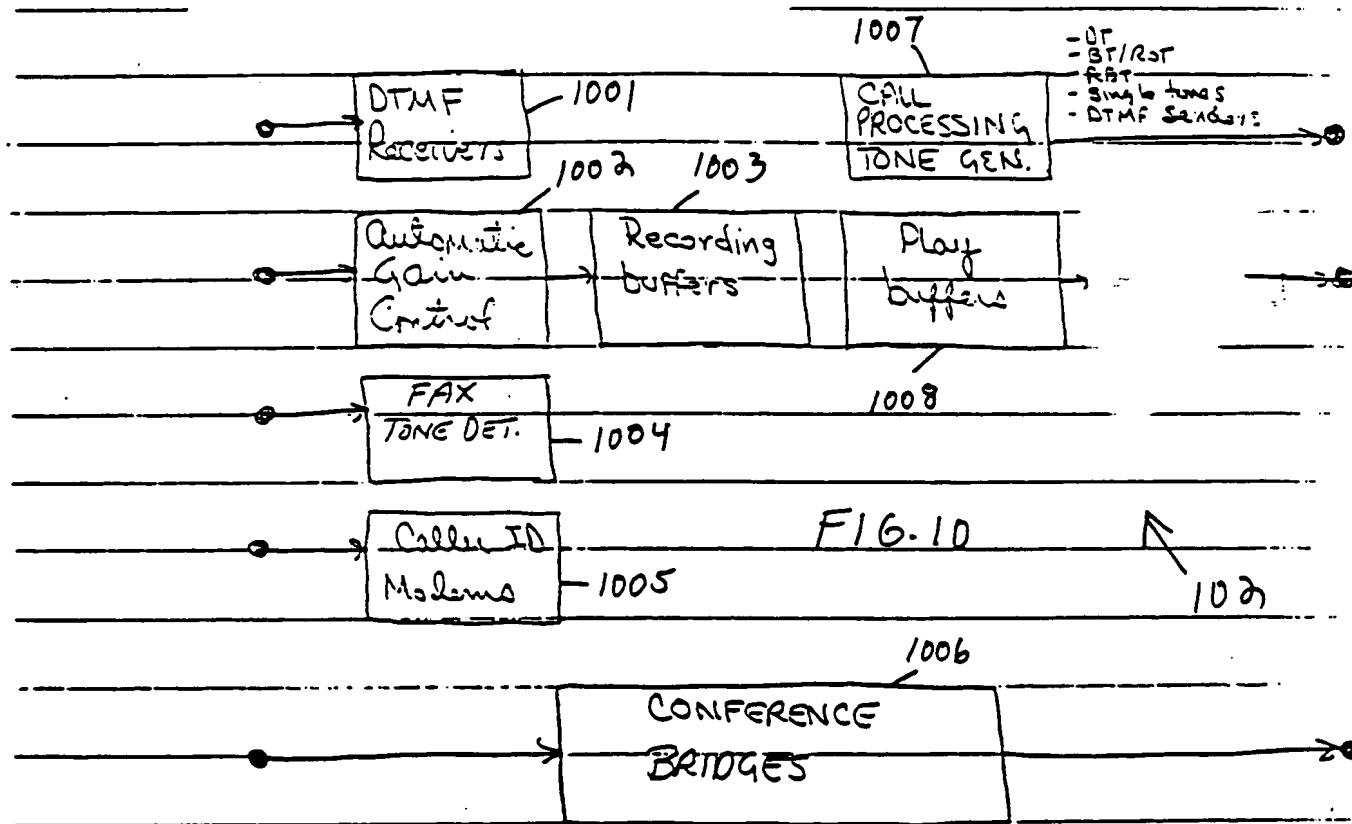


FIG. 11

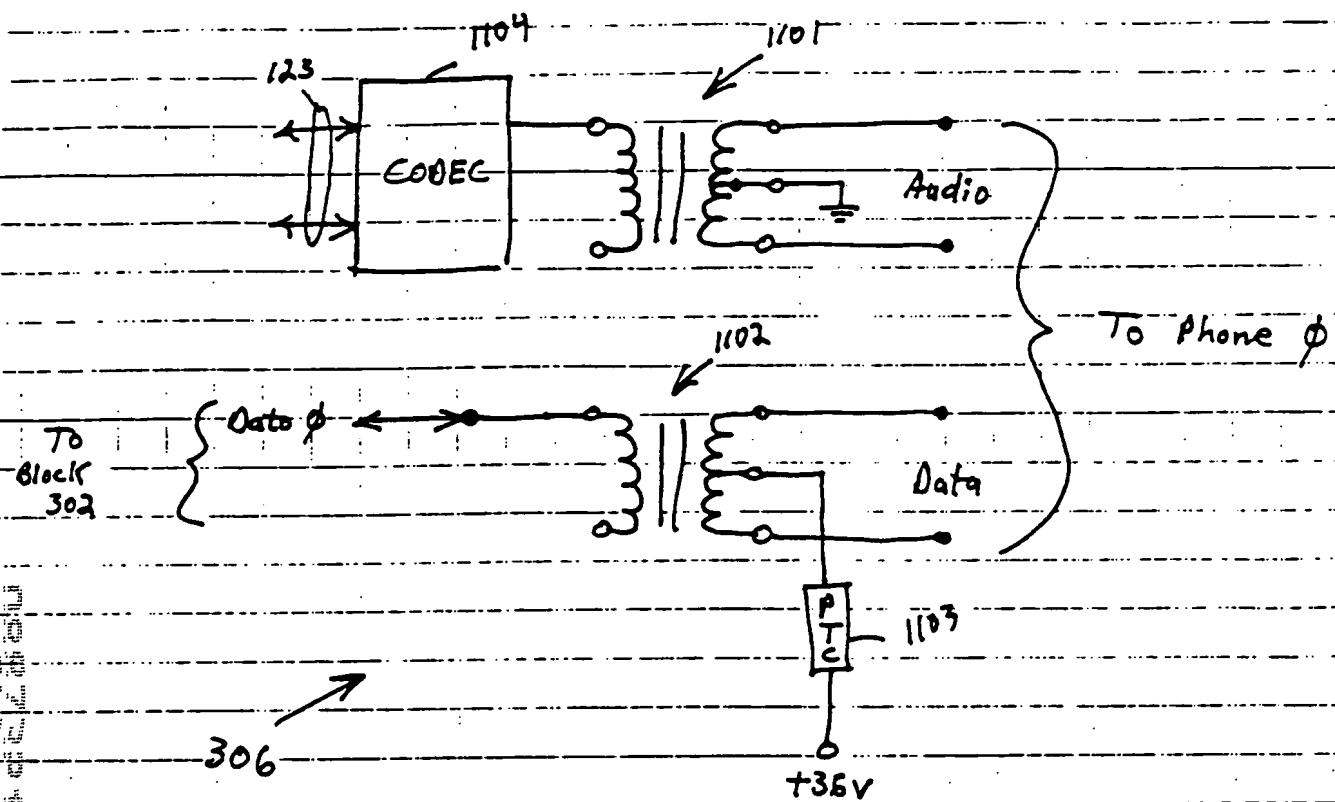
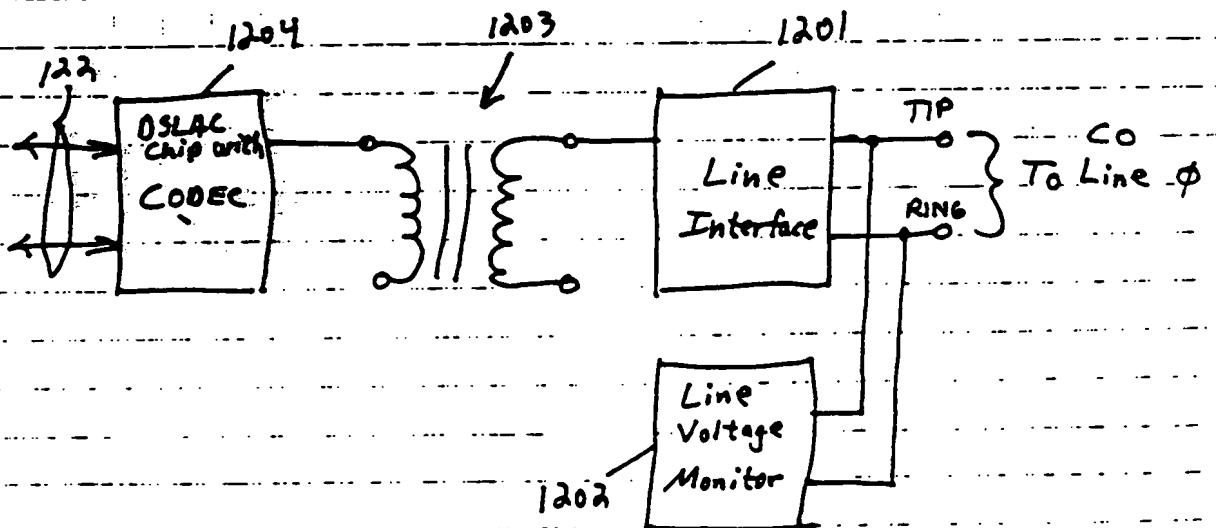
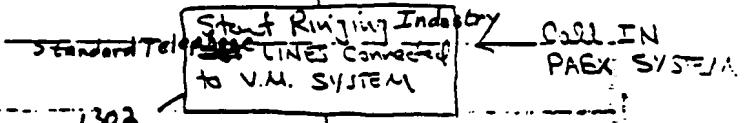


FIG. 12



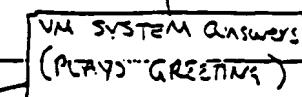
1301

Call Rings into PBX



Call IN
PBX SYSTEM

1302



Call Now in
VM SYSTEM

1303

FIG. 13
PRIOR ART

Call-in Dials
digits (detected
by VM system)

1304

<OR>

VM SYSTEM
TRANSFERS call
to desired dest.

1305

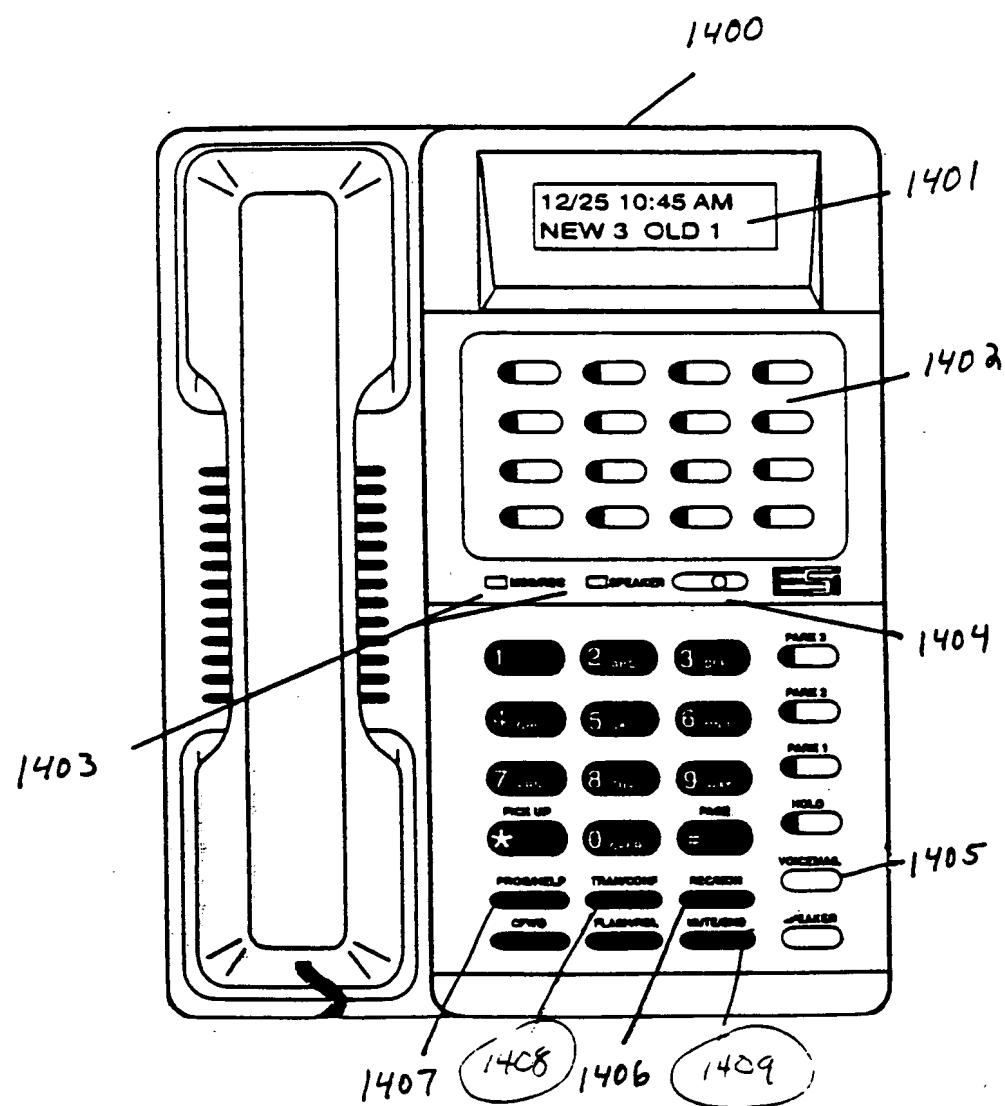
Call in
V.M. System

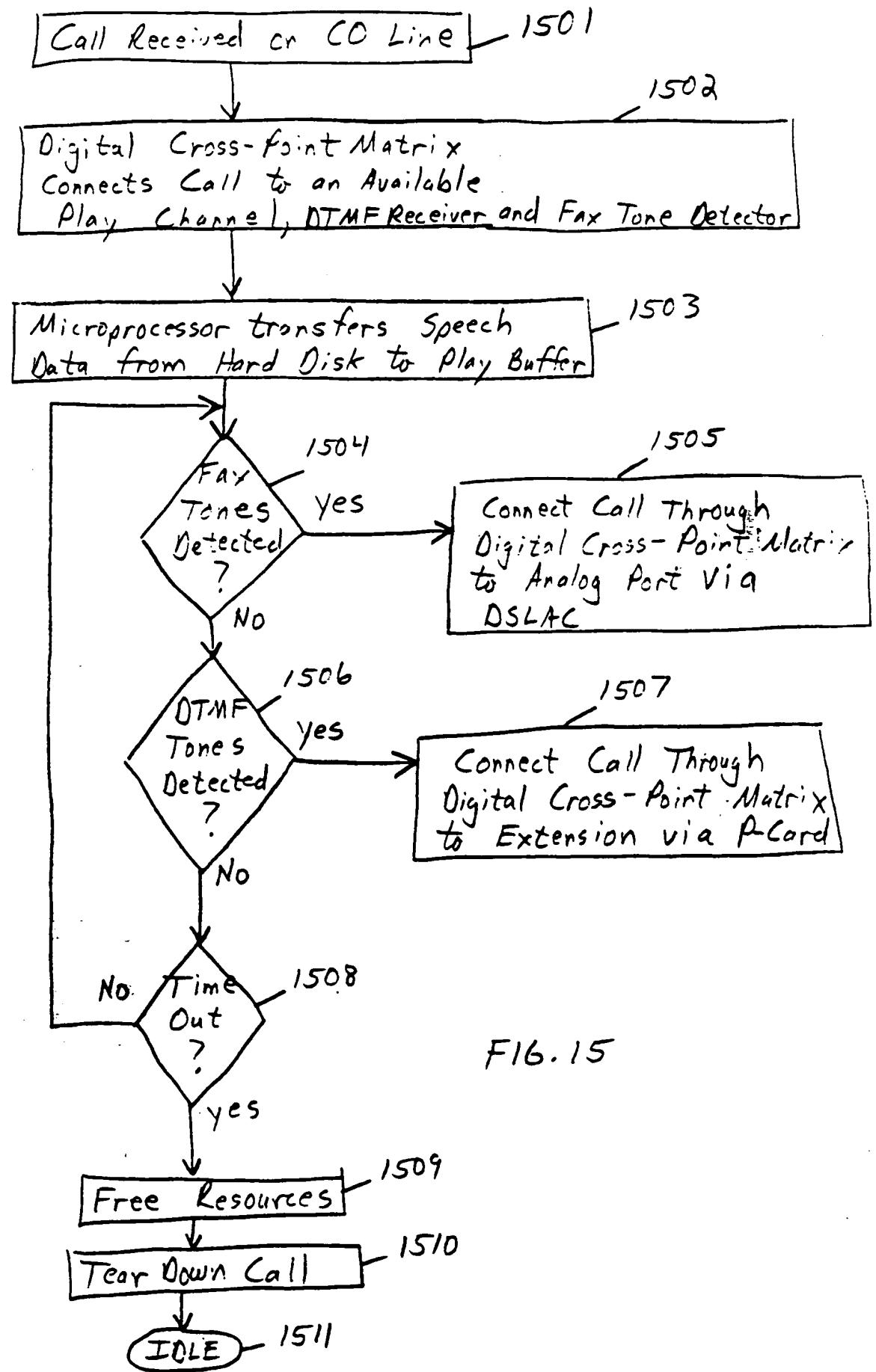
Start recording
VM Message

1306

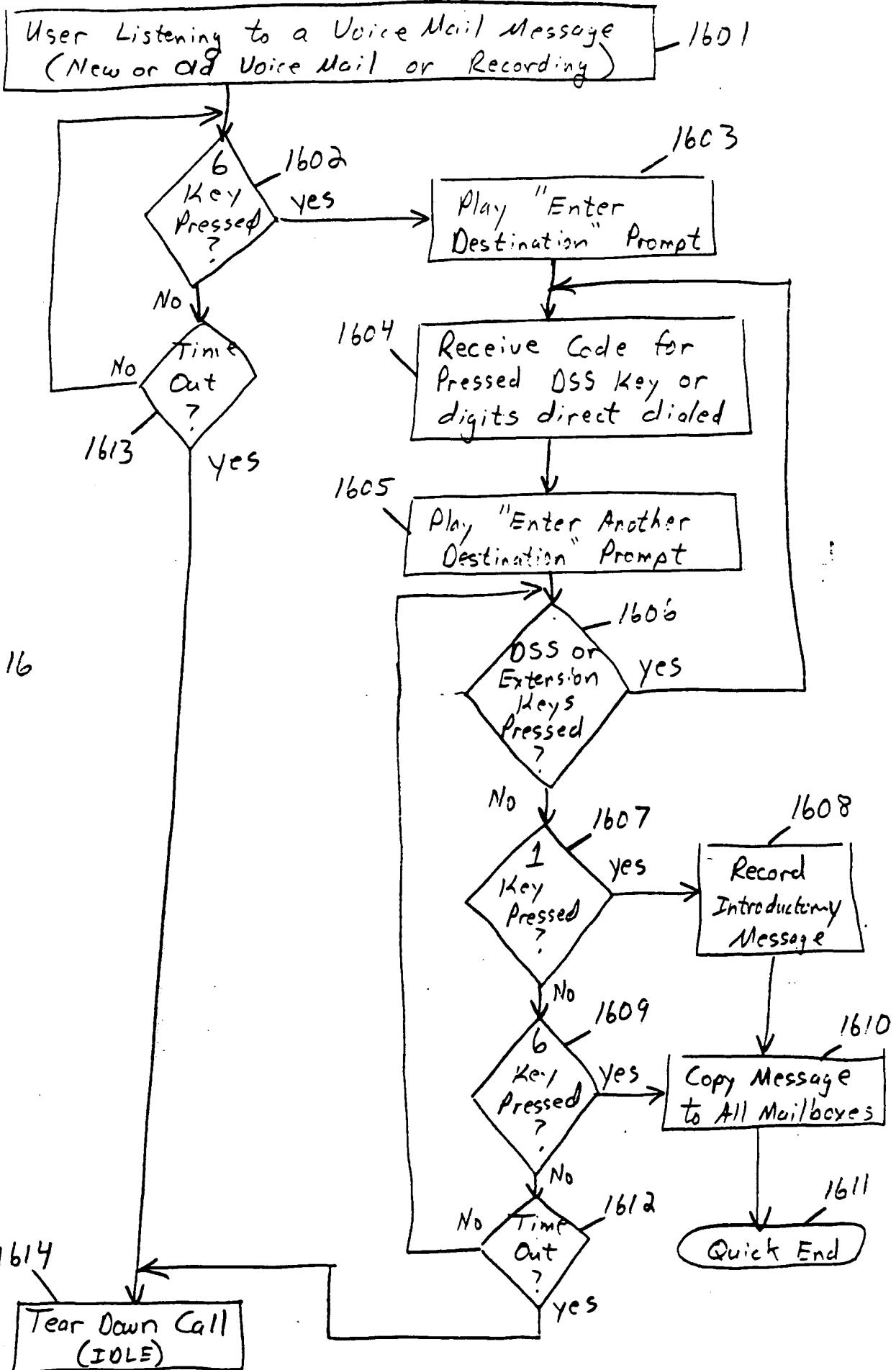
Call Now in
PBX System

FIG. 14





F16.15



user picks up idle phone to leave a new message in a number of destination mailboxes.

1701
Go off hook
(HANDSET OR SPKR)

1702
Press VM
key

1703
Press DSS
key or 1st part
to receive
message

1704
During
Party's Pers.
Greeting Prog;
Another DSS

1705
NO done?
Yes

1706
at beep
leave mess

1707
Hang
up

1708
Copy message to
all destination
Mailboxes

1709
Quick End

F16.17